Flame Family 2015 Extension 1 Release Notes

Welcome to the Extension 1 release of the following products:

- Autodesk® Flame® Premium 2015
- Autodesk Flame 2015
- Autodesk Flare™ 2015
- Autodesk Flame Assist® Advanced 2015
- Autodesk Lustre® 2015

For details on the new features included in this extension, see the following:

- Flame Premium What's New in 2015 Extension 1
- Flame Assist What's New in 2015 Extension 1

This extension also includes bug fixes, and an updated DKU (version 9.0) for Linux workstations.

You can also find PDFs and other offline documentation formats here.

System requirements

For Flare, see Flare system requirements.
For Flame Assist, see Flame Assist system requirements.

System Requirements for Linux Workstations, including Linux stand-alone workstations, Incinerator workstations and Lustre Media Servers.

Workstation	BIOS	Minimum RAM (GB)	Recommended RAM (GB)	AJA Firmware	Operating System	DKU
HP Z820 Workstation with NVIDIA K6000 graphics card	• Single-GPU: 1.14 (3.14 is optional, but fixes a performance issue with Mellanox FDR InfiniBand adapters.) • Dual-GPU: 3.50 mandatory	16 (48 for dual-GPU)	64	AJA KONA 4G: 2014/03/03 at 18:25:25	Red Hat Enterprise Linux Workstation 6.2 (64-bit)	9.0
HP Z820 Workstation with NVIDIA Quadro 6000 graphics card	• Single-GPU: 1.14 (3.14 is optional, but fixes a performance issue with Mellanox FDR InfiniBand adapters.) • Dual-GPU: 3.50 mandatory	16 (32 for dual-GPU)	64	AJA KONA 3G Quad: 2014/03/19 07:22:10	Red Hat Enterprise Linux Workstation 6.2 (64-bit)	9.0

Workstation	BIOS	Minimum RAM (GB)	Recommended RAM (GB)	AJA Firmware	Operating System	DKU
HP Z800 Workstation with NVIDIA Quadro 6000 graphics card	3.54 (single- and dual-GPU)	24 (36 for dual-GPU)	48	AJA KONA 3G Quad: 2014/03/19 07:22:10	• Red Hat Enterprise Linux Desktop 5.3 with Workstation Option (64-bit) • Red Hat Enterprise Linux Workstation 6.2 (64-bit)	9.0
HP Z800 Workstation with NVIDIA Quadro FX5800	3.54	24	48	0x75 AJA OEM 2K	• Red Hat Enterprise Linux Desktop 5.3 with Workstation Option (64-bit) • Red Hat Enterprise Linux Workstation 6.2 (64-bit)	9.0
HP xw8600	1.35	12	24	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64- bit)	9.0
HP xw9400	3.05	12	24	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64- bit)	9.0
HP xw8400	2.26	12	24	0x73	Red Hat Enterprise Linux WS 4, Update 3 (64- bit)	9.0

About AJA Firmwares

- In order to use the AJA Kona 3G card in Flame 2015, you must update the card's firmware to Firmware version "2014/03/19 07:22:10". A script is installed on the workstation when you install the application (in /usr/discreet/flame_2015/scripts/cfgAjaUpdate (Flame), that enables you to upgrade and downgrade the AJA Kona 3G's firmware. To run the script to upgrade the firmware for 2015, from a shell, type the following command: cfgAjaUpdate 2015. Once the card is upgraded, it is recognized as AJA Kona 3G Quad.

- Once you have upgraded the card to the AJA Kona 3G Quad firmware, it is no longer useable with pre-2015 versions of Flame. If you are running a pre-2015 version of Flame alongside a 2015 version, you must run this script again, with the [pre2015] variable to downgrade the AJA Kona 3G' Quads firmware. To run the script to downgrade the firmware for pre-2015, from a shell, type the following command: cfgAjaUpdate pre2015.
- If you have downgraded the card's firmware and want to use it again in Flame 2015, you must re-update the card's firmware, by running the following command: cfgAjaUpdate 2015.
- After running the script, you must power down and reboot your workstation, to make sure the appropriate AJA board firmware is properly installed.
- Upgrading to Flame 2015 overwrites the init.cfg file to make the new timings available. The new timings must be uncommented in the init.cfg file to be available in the application. Either modify manually the init.cfg to reset the edited options, or use the Flame Setup application.

Z800 and Red Hat Enterprise Linux Workstation 6.2

Version 2015 Extension 1 introduces support for RHEL 6 on HP Z800 workstations. Upgrading your HP Z800 workstation to RHEL 6 involves reinstalling the OS from scratch. Reinstalling the operating system formats your system drive. Autodesk recommends archiving your projects and backing up important workstation settings and

personal documents before you begin the OS upgrade process. Refer to the OS installation instructions in the Installation Guide for details.

Hardware requirements for render nodes not purchased from Autodesk

Component	Minimum	Recommended
CPU	Two single-core, or one dual-core 64-bit processor, such as AMD Opteron or Intel Xeon	Two quad-core 64-bit processors, such as the Intel Xeon E5472 CPU at 3.0 GHz
Memory	8 GB or higher	Same amount of memory as the Creative Finishing workstation
Hard Disk	120 GB or higher SATA, Ultra-SCSI 320, SAS, or IDE drive. The system disk must be a single, physical hard disk drive. It cannot be a logical volume from an array of disks.	
Network card	On-board Gigabit Ethernet adapter	InfiniBand card, if you want to run Burn and Autodesk Incinerator on the same render node
GPU-accelerated Graphics Card	None. Nodes without a GPU-accelerated graphics card cannot render jobs that require a GPU, such as floating point jobs.	A card from either of NVIDIA Quadro FX 3800 or better, or NVIDIA Quadro 4000 or better

Linux requirements for render nodes not purchased from Autodesk

Hardware Platform	Linux Version
HP ProLiant DL160se G6	Custom Autodesk distribution of Red Hat Enterprise Linux Desktop 6.2 with Workstation Option
HP ProLiant DL160 G5 or HP ProLiant DL140 G3	Custom Autodesk distribution of Red Hat Enterprise Linux WS 4, Update 3
Nodes not purchased from Autodesk	On new nodes, use CentOS 5.3. On already-configured nodes, you may keep using Fedora Core or CentOS 4.6 on already configured nodes.

Compatibility

Keep in mind the following information on software compatibility and limitations before upgrading to the current version. Autodesk recommends archiving your media and project data before you upgrade.

Upgrade Compatibility

- **Projects and Media Library**
  Read-only. What you can access and how you access it depends on the version from which you are upgrading.
  - Upgrading from Flame 20th Anniversary or later:
    You can *Convert* or *Convert and keep a copy* your project from the Start Up screen. Once converted, the project becomes identical to a project created in the current version, with access to the libraries and the clips they contain. You cannot open a converted project using the original application; use Convert and keep a copy to keep a copy that remains accessible by the original application. You can also delete a project and its media as you would a native project, without having to first convert it.
  - Upgrading from a version prior to Flame 20th Anniversary:
    You cannot open a project created in a version prior to Flame 20th Anniversary. However, you

can still access the clip libraries of those projects through the MediaHub, using the Projects browser. You can only delete projects and clip libraries from the application that created them.

- If the original project is on the same system: Create a project in the current release and then copy the clip libraries from the old project to the new project using the MediaHub.
- If the original project is on another system: If it has a previous version from 2007 onward installed, transfer the clip libraries to a project on the current system. Alternatively, you can archive the project from an older version and restore the archive in the latest version. See the application help for instructions on creating and restoring archives.

- **Archives**
  Read-only.
  - Archives created using earlier versions of applications from the Flame Family are read-only when restored to the current version. That is, you can restore an older archive in the current version, but you cannot append material to it; you must create a new archive.
  - Archives created in the current version cannot be restored in earlier versions of Creative Finishing applications.
- **Users**
  Incompatible.
  Create a user in the latest version. See the application help for instructions.
- **Setups**
  Compatible (including most Sparks setups).

Flame Family 2015 Extension 1: Fixed Bugs List
Common to All Platforms

Key	Components	Summary
SMOK-22334	Action	Action setup corruption when undoing a surface subdivision.
SMOK-11961	Action	Artifacts using Divide with OpenEXR in Action.
SMOK-19771	Action	Delete in Media Library within Action Schematic, Deletes Action Node/Image.
SMOK-20966	Action	Camera based expression; switching Desktop Tabs causes Action Icon corruption.
SMOK-21522	Action	Shadow node on 3D text doesn't respect transparency properly.
SMOK-24048	Action	After entering Action, 10bit and 12bit are not supported anymore in the application = asserts
SMOK-21625	Action	2.5D Shadows are clipped when object is close to shadowing object.
SMOK-23122	Action	Magnet tool not functioning with deform mesh.
SMOK-23802	Archive / Restore	Application crashes when restoring an archive with soft-import clips from 2014sp2 into 2015sp1
SMOK-21671	Audio	Ctrl-click Audio does not disable gain animation.
SMOK-22906	Audio	Incorrect behavior for audio stereo tracks when performing a mixdown with "as is" option.
SMOK-22089	AVIO	Audio meter doesn't work all the time when capturing from VTR.
SMOK-19770	Batch / BFX / CFX	Zoom level in a Batch view resets to 100% when clicking another Batch view.
SMOK-21856	Batch / BFX / CFX	Not able to offset the timing of a copied clip.
SMOK-21776	Conform	MediaHub shows Media Start as 24855 hour timecode when viewing EDL, AAF, or XML.
SMOK-17664	Color Corrector / Color Warper	Histogram does not update with Reset All button.
SMOK-23029	Color Corrector / Color Warper	Moving the CC range curves changes the gamma of the actual image.
SMOK-16871	Conform	The Select Resolution option in XML/AAF Sequence Import does not always update on the first try.
SMOK-22397	Conform	Link To Media Files does not relink P2 content.
SMOK-19100	Conform	Multi-EDL capture cannot be completed with "Auto Save After Each Tape" is enabled.
SMOK-22457	Creative Tools	Modifying Motion Blur settings or exiting CFX crashes if CFX Timeline Result is displayed.
SMOK-23574	Creative Tools	Text transparency result is wrong, it seems to be premultiplied instead of unpremultiplied
SMOK-23514	Data Management	Batch Snapshots which were moved to a Library folder will get pulled back to Library when resaved.
SMOK-21622	Data Management	Crash when migrating project containing Soft axis and keyers.
SMOK-23312	Data Management	Deleting a project does not delete the referenced media.
SMOK-15335	Data Management	Temporary setup files are not deleted in /usr/tmp.
SMOK-22358	Data Management	Sw_framestore_dump fails when using unnamed interface in network.cfg
SMOK-22418	Data Management	PreferLocal=True in stone+wire.cfg for batch Read nodes do not work.
SMOK-22571	Data Management	Cannot set new setup directory for new projects created in 2015.
SMOK-22825	Data Management	Closing Libraries sometimes delete material contained inside the library.
SMOK-23694	Data Management	Improve auto-save performance for remote projects workflows.

Key	Components	Summary
SMOK-23148	EditDesk, Desktop and Editing tools	Cutting a Gap Batch FX results in one half showing a freeze frame.
SMOK-15962	EditDesk, Desktop and Editing tools	New sequences do not get created on the selected reel.
SMOK-21748	EditDesk, Desktop and Editing tools	Explicit Cut selection shouldn't take precedence over In / Out Marks when a Delete operation is performed.
SMOK-21289	EditDesk, Desktop and Editing tools	Extract function does not work properly
SMOK-21933	EditDesk, Desktop and Editing tools	Mark in and Mark out are lost when encountering an error in timeline.
SMOK-21931	EditDesk, Desktop and Editing tools	Flushing a render on a segment of a timeline rendered in a previous release (2014) flushes every render of that timeline.
SMOK-21967	EditDesk, Desktop and Editing tools	''Go to segment end'' reel button is going to segment start.
SMOK-22615	EditDesk, Desktop and Editing tools	Saving to a Library shouldn't be an undoable event.
SMOK-22409	EditDesk, Desktop and Editing tools	Impossible to Hard Commit a Cut
SMOK-23240	EditDesk, Desktop and Editing tools	Create multiple FXs in a gap track for 1 hour timeline will slow down interactivity.
SMOK-21671	EditDesk, Desktop and Editing tools	Ctrl-click Audio should disable gain animation.
SMOK-21610	Hardware and OS	ftpuploadlogs doesn't capture the network.cfg file.
SMOK-23137	Media Import / Export	Crash when Exporting/Overwriting Clips n certain scenarios.
SMOK-21758	Media Import / Export	Cannot import the same folder twice.
SMOK-20967	Media Import / Export	Slow Import Speed - Multiple Single Frames
SMOK-21792	Media Import / Export	MediaHub - Select All only selects at the original pre-scan root level.
SMOK-21744	Media Import / Export	MediaHub refresh is closing the parent, preventing you to see any new created folders.
SMOK-22067	Media Panel	Drag & drop two folders from MediaHub to Workspace: the contents of the first one are included in the second.
SMOK-21957	Media Panel	Media panel empty when enabled in Batch.
SMOK-21898	Player	Internally generated player content shows up with only upper half in broadcast monitor.
SMOK-21389	Player	Checkerboard when scrolling timeline when media has static tail, such as when using timewarp.
SMOK-21949	Player	Software hangs playing a specific QuickTime file.
SMOK-23172	Player	Cannot play back long QuickTime clips (DNxHD and probably other codecs).
SMOK-16787	Preferences / Project / User and Hotkey management	Auto Insert in the Modular Keyer Preferences is not persisted on exit.
SMOK-21930	Preferences / Project / User and Hotkey management	Alt-Click to bypass the dialog box doesn't work for the Batch and Desktop Snapshot.
SMOK-22313	Preferences / Project / User and Hotkey management	"Action Result" shortcut in MK only works after having been activated with the pen.
SMOK-18947	Preferences / Project / User and Hotkey management.	Desktop Action: hide/show all is not working.

Key	Components	Summary
SMOK-22084	Processing / Burn / Background Reactor	Positioner is in wrong location after you rendered a clip in Batch on which you changed the Timecode.
SMOK-24003	Processing / Burn / Background Reactor	Timeline with Soft FX: Invalidated render result after burn when rendered selection has gaps.
SMOK-24149	Processing / Burn / Background Reactor	Changing the render range in batch breaks remote burn jobs.
SMOK-22491	Timeline FX	Text using Back feature is in wrong blending mode when exiting.
SMOK-21816	Timeline FX	Timewarp menu has mode and interpolation as separate menus.
SMOK-22118	Timeline FX	Timeline Matte container with Timewarp and a partial selection can crash Flame.
SMOK-21276	Trim view	Unable to trim two shots without heads and tails with Ripple off.

Flame Family 2015 Extension 1: Fixed Bugs List Linux-Only

Key	Components	Summary
SMOK-23239	Batch / BFX / CFX	Clip Replace functionality does not work in Flare
SMOK-23035	Hardware and OS	cfgAjaUpdate: Customer can miss to update the driver because of missing feedback.
SMOK-23279	Installation and Software Config	INSTALL_LICSERV needs linuxtools to successfully work.
SMOK-18687	Installation and Software Config	After installing BIOS 3.14 system does not boot when a 2nd SATA drive is installed.
SMOK-23407	Installation and Software Config	dlConfigCheck report wrong Failed info about AJA.
SMOK-22370	LUSTRE: Color Tools	Lustre 2014sp2 dust busting on DPX 16bit files causes corruption.

Flame Family 2015 Extension 1: Fixed Bugs List Mac-Only

Key	Components	Summary
SMOK-21899	AVIO	Smoke with AJA Kona 3 won't output to HDCAM SR.
SMOK-22312	Data Management	sw_io_perf_tool not working on Mac OSX 10.9
SMOK-23525	Installation and Software Config.	"Force quit" from Service monitor, can't kill flame assist.
SMOK-22938	Media Import / Export	Import 4K media and up = corruption using 10.8.5
SMOK-22071	Media Import / Export	Random crash when browsing QuickTime file on Mac.

Flame Family 2015 Extension 1: Known Bugs List
Common to All Platforms

Key	Components	Summary	Workaround
SMOK-23251	Action	Batch/Action: 3dShape profile error when saving setup.	Advance frame to restore correct curve value.
SMOK-23708	Action	Action/Media list: When feeding an Action layer node with a read file node you get a layer name like "gatewayimport2"	
SMOK-23185	Action	Action/Perspective Grid: Cannot adjust corner points if grid connected to axis	
SMOK-23555	Archive / Restore	Can't create new folder in the Archive tab of the MediaHub.	
SMOK-23153	Batch / BFX / CFX	Crash rendering batch setup with cached nodes feeding motion analysis & motion blur.	Set the cache state to read-only.
SMOK-24126	Batch / BFX / CFX	Exported Alpha will crash on import if it has been generated using the Write File Node converting a 16 bits source into 8 bit in an 8 bit project.	On the Write File, switch output to any non 8 bit format to force the LUT to be mandatory, back to 8 bit it will stay forced.
SMOK-24216	Batch / BFX / CFX	Application Crash when creating a new batch Setup using the new button after deleting a Position Map.	
SMOK-23712	Batch / BFX / CFX	Source timecode not updated in BFX when editing clips	
SMOK-23355	Batch / BFX / CFX	Application may Crash when displaying result viewport after explode FX in batch.	
SMOK-23663	Batch / BFX / CFX	Read node crashes when trying to read clips currently rendering in Maya.	
SMOK-23386	Batch / BFX / CFX	Load as Version: the node is "red" with "Invalid XML type" in the shell.	switch back to a previously loaded version, then switch back to the newest loaded version
SMOK-23789	CER / CIP	The CER gathering logs command may pick up unwanted files. This may result to the whole CER process to fail and to a loss of space on the system disk.	Move the problematic files out of /usr/discreet/log or delete them if possible
SMOK-23930	Conform	Bit depth not properly set when resizing conform events using Copy from Selected Clip.	
SMOK-23707	Conform	Conform view not correctly updating when going from Frame to Timecode mode	Exit and access the Conform view back in order to get the refresh
SMOK-23713	Conform	Can't import/conform AAF that contains a Color Effect from AVID Media Composer.	
SMOK-24144	Conform	The conformed sequence from AAF of Media Composer doesn't match Flame Project preference.	Change the field dominance/ Scan mode with Media Reformat.
SMOK-23819	Conform	Conform: Freeze frames created with Clip / Freeze Frame option from AAF are located inside a container in Flame	User should not use the Clip menu / Freeze Frame option and use Timewarp effects for any freeze frame effects.
SMOK-23471	Creative Tools	Resize: Center Crop: Filtering is applied when it should not.	
SMOK-23577	Data Management	Timewarp: Motion and Trail options are not coming back going through wire process.	Set the desired Option Manually.
SMOK-24154	Data Management	Wiretap keeps a lock on the volume, forcing VIC to run in lazy mode.	Reboot prior to run VIC
SMOK-23176	EditDesk, Desktop and Editing tools	Crash when containing a container.	

Key	Components	Summary	Workaround
SMOK-24228	EditDesk, Desktop and Editing tools	Protect From Editing option is disabled for Flame user profile.	Manually enable the preference.
SMOK-23486	EditDesk, Desktop and Editing tools	Double clicking a Soft FX node while in a container doesn't enter the editor	Enter the Soft FX by Clicking on "Editor..." or by double clicking on the media in the timeline.
SMOK-23658	EditDesk, Desktop and Editing tools	After archive restore, clip overlap other existing clips on reels	Click on the clip.
SMOK-24143	EditDesk, Desktop and Editing tools	The Scan Mode option disappears from the Reformat menu after creating a new DF project, followed by an AAF import.	Restart Application or reformat the clip when you are still in MediaHub after AAF import.
SMOK-23408	EditDesk, Desktop and Editing tools	Trim View "outgoing trim offset field" doesn't refresh when editing it in ripple mode.	
SMOK-23592	Media - Import / Export	MediaHub: on QuickTime Import, the LUT is applied to the alpha channel	Do not apply LUT on import.
SMOK-23994	Media - Import / Export	Export Sequence Publish: width / height tokens should resolve segments, not timeline.	
SMOK-23906	Media - Import / Export	Timecode offset on Sony RAW clips at 29.97 DF / 59.94 DF.	
SMOK-23580	Media - Import / Export	MediaHub refresh does not refresh folders created by naming pattern nor a frame/sequence option change.	Use the "home" button, and then browse back to where you were: the refresh is now done and folders/clips are all there.
SMOK-23696	Media - Import / Export	MediaHub not refreshing properly in List view.	Switch to tile view and enforce a refresh.
SMOK-23572	Media - Import / Export	Can't create new folder in MediaHub in Single Level + List view.	
SMOK-23400	Media - Import / Export	Refresh issue: DPX bit depth setting is showing 10bit instead of the custom setting's value.	Selecting another preset and selecting again the custom preset will show the correct Bit Depth value.
SMOK-23640	Media - Import / Export	Select All in media hub is not working consistently.	Toggle between single to hierarchy or vice-versa to refresh action.
SMOK-23844	Media - Import / Export	MediaHub: New Folder creates duplicated instances in UI.	Switch to tile view and enforce a refresh.
SMOK-24357	Media - Import / Export	Tape name is not shown in MediaHub for QuickTime RGBA files (ALEXA ProRes).	
SMOK-23969	MediaHub - Files Import / Export	Application will crash when using Source Media Publish + Use Media with FX.	
SMOK-24387	Paint / Batch Paint	Incorrect Aspect ratio in reveal with Overlay for anamorphic clips.	
SMOK-23171	Player	Crash when Playing back a slipped BFX with Cache on Playback enabled.	Disable Cache on Playback.
SMOK-23350	Processing / Burn / Background Reactor	Burn GAP BFX from top timeline may create errors on render. “Cannot process Batch FX.”	May need to send to Burn again.
SMOK-23588	Stone and Wire	Software crashes when unable to reach framestore ID.	
SMOK-23548	Wiretap Central	Saving project then refreshing all in Wiretap Central doesn't always show update.	

Flame Family 2015 Extension 1: Known Bugs List
Linux-Only

Key	Components	Summary	Workaround
SMOK-24294	Editdesk, Desktop and Editing Tools	Application Crashes in clip multi selection after restoring a saved reel. This happens only when being in the Tools tab.	Go to timeline tab after restoring a reel.
SMOK-23638	LUSTRE: Render	Freeze if using point tracker when shot on the layer above.	
SMOK-23990	LUSTRE: Background Render	3dl LUT not always properly applied on rendered files.	
SMOK-23998	EditDesk, Desktop and Editing tools	Thumbnail update issue when rendering from Lustre to Flame in project with Proxies ON.	Enabling the Wiretap Proxy Rendering option in the Lustre project before rendering prevents the issue to occur.
SMOK-23639	LUSTRE: Color Grading	Offset on keyframe markers when dissolve on the layer above.	
SMOK-24384	LUSTRE: Color Grading	CDL Load All / Selected no longer working in Lustre.	
SMOK-23145	LUSTRE: Interoperability	Handles not respected when rendering container with timewarp from Lustre to Flame.	

Flame Family 2015 Extension 1: Known Bugs List
Mac-Only

Key	Components	Summary	Workaround
SMOK-23764	Creative Tools	Matchbox: 3 effects transitions are generating corruption on Mac Pro with AMD FirePro D700 6144 MB	
SMOK-24203	EditDesk, Desktop and Editing tools	Ganged clip do not update properly in the Source-Sequence view	